AFTER THE WAR

2019 YEAR: MANHATTAN, FORBIDEN ZONE

INTRODUCTION

The year 2019. Manhattan, after a nuclear war.

From the ashes rises a hero, Jonathan Rogers, better known as "Jungle Rogers", master of the asphalt jungle. His only chance of survival is by reaching the XV-23B launching platform, located at the headquarters of Professor McJerin, a schizophrenic murderer, and then escaping to the outer colonies.

It won't ve easy getting there. He has to cross the dangerous streets of Manhattan, plagued with hapless survivors who in their desperate situation have become thieves and cannibals. And afterwards he'll have to face the guardians of McJerin's scientific complex.

FX DOUBLE LOAD

AFTER THE WAR is made up of two totally different loads, and the character has 20 different ways of moving. To play part 2 you must introduce the code that is given when you successfully complete part 1.

FIRST LOAD

Made up of three phases. Your aim is to reach the subway entrance on the outskirts of the city. Your only weapons are your hands, arms and legs and your ability to use them in mano to mano combat.

PHASE 1

You're in the heart of devastated Manhattan. You won't find too many fiends here due to the tough living conditions. However, a few "radio-gladiators" remain — they're used to fighting and they're also lethally contaminated by radiation. They're starved and will do anything they can to mug you.
Some hide out in the buildings and throw dynamite cartridges at you.

PHASE 2

You go towards the outskirts of the city, crossing under Manhattan bridge, through derelict buildings and car cemeteries. Here the radio-gladiators are much more aggressive, but your main enemies are the "Manhattan Punkies". They've got an advantage over you because they carry MAGNUM C-GSI revolvers and attack from behind, trying to bruise your ribs.
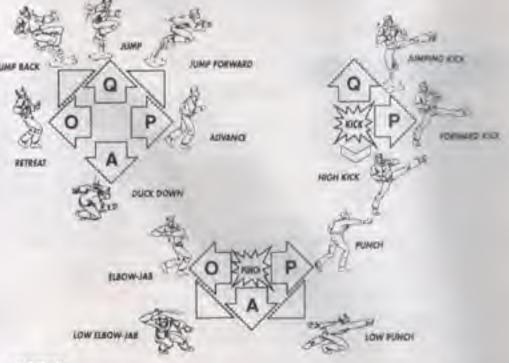
PHASE 3

Out of the city. Filthy gutters surround you. Before you, at last, is the subway entrance. The enemies in this phase are much fiercer. After each stage you will encounter the "R.A.D. Bulls", your worst opponents. These gigantic and ruthless creatures won't hesitate at the first chance they get to slash you to pieces.

TIME

When radioactivity seeps in every second that goes by is vital. Your body will notice it more every time. You'll feel weaker every second. Careful: if the time runs out you'll lose all of your lives.

CONTROL KEYS

ALL KEYS ARE REDEFINABLE

	AMS	SPEG	MSX	C64
PUNCH	SPAC	SPACE	SPACE	SPACE
KICK	COPY	Z	GRAPH	Z

JOYSTICK

when choosing the joystick option the computer will ask you to redefine punch and kick functions. In this way you can play by using the joystick to indicate direction and the keyboard for kicking. The fire button will always serve as a punch and the keyboard for kicking.

SECOND LOAD

Made up of two phases. In the first phase you cross the aisles and funnels of the Manhattan subway so that in the second one you can sneak into Professor McJerin's subterranean base. Your aim: to reach the launching base and avoid the radiation by escaping to the outer colonies.

PHASE 1

Station 1-2-5 of the Manhattan subway. Line 1.

Here you'll meet two of Professor McJerin's defence robots: the "Flying Rats" and the "PPS Torretas" (Progressive Pneumatic Shooting Torretas). The former will pursue you relentlessly if you don't destroy them first. Not only that but they have a hidden weapon that they seldom use, but with a deadly destruction capacity: IP-2433 Atomic Mines. Be very careful with these.

The PPS Torretas are deadly weapons that appear within the tunnels and that will always point at you. Further ahead and nearer to the base you'll be pursued by third generation "Guardian MW-N" combat androids that resemble human-beings. Don't let their appearance fool you and give them plenty of lead; they're only machines.

And finally you have to take the lift to Professor McJerin's base, your last stop in your attempt to escape alive from the Earth.

PHASE 2

At Professor McJerin's base, the most dangerous zone of the post-nuclear world. It's your last step to salvation, but it's too soon to start celebrating. All the professor's defence devices have been programmed for one purpose: to finish off with intruders. Of course you're one of them.

The artefacts that "welcome" you are:

* KANGAROO FIGHTERS: one man defence units that patrol the area. Their armour plating, made of Uranium P-24, is almost indestructible. Only a great amount of ammunition targeted at the pilot's cabin can destroy them.

* MEGA KANGAROO DESTROYERS: anyone meeting one of these fools to face would start trembling. You've only got two choices: run away or follow this attack plan.

MKDs have a cannon that shoots explosives of a variable reach. Watch out for the bullets. When the cartridge and detonator are separated that means they're about to explode; get away and throw yourself to the ground if necessary.

MKDs advance toward you without hesitation, and the slightest contact with their shield of force would be lethal. Their weak point is the articulation under the cannon. That's where the atomic motor is located. Shoot them in that weak spot and you will stop their advance.

Just like the Kangaroo Fighters, the MKDs are covered in Uranium P-24 armour plating. Once you destroy the motor attack the pilot without mercy.

TIME

Underground the radiation is not as strong, although it will still affect you. Make it to where you're going fast or get ready to die.

FX MACHINE- GUN

With the FX Machine-Gun you can feel the realism of a real machine-gun. Shoot straight ahead. Raise your weapon. Turn around. Your ammunition is unlimited. Try it - you'll get hooked.

CONTROL KEYS	AMS	SPEC	MSX	C64
RAISE MACHINE GUN	Q	Q	Q	Q
LOWER MACHINE GUN	A	A	A	A
GO BACKWARDS	O	O	O	O
GO FORWARDS	P	P	P	P
FIRE	SPACE	SPACE	SPACE	SPACE
CROUCH DOWN	COPY	Z	GRAPH	Z

ALL KEYS ARE REDEFINABLE

If when crouching down you press the key of the direction that you're in you will get down even lower, but you won't be able to shoot.
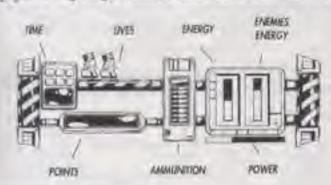
JOYSTICK

Redefine the fire and crouch down keys. In this way you can use the joystick for movements and the keyboard for other actions. The fire button of your joystick will always function as "fire".

FX GIANT SPRITES

AFTER THE WAR has sprites twice the size of those of any other video-game. Despite this, top-level speed and ability to move are assured.

TIPS BY McWIRIL

- When fighting against a "Manhattan Punkie" give him an elbow jab in the face, but don't get too close or you'll be sorry.
  Also be careful when getting near a "R.A.D. Bull". Look for his weak spot. A blow in his weak spot is much more effective than anywhere else.
  The "IP-2433 Atomic Mines" blink three times before exploding. The blast goes upwards and downwards, so never seek shelter underneath one.
- When fighting against a "Mega Kangaroo Destroyer" please follow the attack plan. Or else.

DESIGN TEAM

	AMSTRAD	SPECTRUM/MSX	COMMODORE
PROGRAM	E. CERVERA	E. CERVERA	E. CERVERA
GRAPHICS	J. AZPIRI & SNATCHO	SNATCHO	SNATCHO
MUSIC	MAC	MAC	MAC & MANIACS OF NOISE
LOADING SCREEN	DEBORAH & SNATCHO	SNATCHO	DEBORAH & RUBEN
ILLUSTRATION	LUIS ROYO	LUIS ROYO	LUIS ROYO

16 - BIT VERSIONS

AFTER THE WAR on 16-bit machines is not a conversion from any of the 8-bit versions: it goes beyond. In fact development has been inspired on the structure of real coin-op machines.
Discover the variety of enemies and scenarios as you advance unhesitantly towards your objective. AFTER THE WAR has a lot of surprises in store for you.
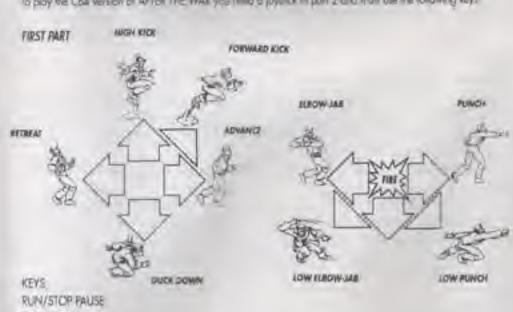
ST AND AMIGA VERSIONS

PROGRAM	DANIEL RODRIGUEZ AND JOSE LOPEZ
GRAPHICS	SNATCHO AND JAVIER CUBEDO
LOADING SCREEN	DEBORAH AND SNATCHO
ILLUSTRATION	LUIS ROYO
MUSIC	MAC
ARTISTIC DESIGN	RICARDO MACHUCA

COMMODORE 64

To play the C64 version of AFTER THE WAR you need a joystick in part 2 and must use the following keys:

FIRST PART

KEYS:
RUN/STOP PAUSE
CTRL-ABORT

SECOND PART

FIRE-SHOOT KEYS:
SPACE-PROTECTION
RUN/STOP-PAUSE
CTRL-ABORT